

**REMARKS**

Claims 1-15 are pending in this application. Claims 1, 2, 4-7, 9-13 and 15 are amended herein.

Claims 1, 4, 9, 10, 11, 12 and 15 are independent.

Claims 2, 4-7, 9-10 and 13 are amended solely for clarification and not for purposes of patentability.

The specification is objected to. The specification is amended to address the noted concerns. It is respectfully requested that the objection be reconsidered and withdrawn in view of the amendments to the specification.

Claims 1, 2, 4-7 and 9-15 stand rejected under 35 USC §102(b) as anticipated by the Maniac Mansion publication (1990) for the game implemented for NES. Claims 3 and 8 stand rejected under 35 USC §103(a) as obvious over the Maniac Mansion in view of Andrew, et al. (U.S. Patent No. 6,567,104).

Claims 1, 11, 12 and 15 are amended in view of the prior art rejections. To the extent not addressed by amendment, the rejections are respectfully traversed.

Claims 1, 11, 12 and 15, as amended herein, require that a second plurality of or multiple keywords be selected, which correspond to behavior of a main character. Also required is that previously stored sentence data and image data associated with the behavior corresponding to the selected keywords, be read and synthesized such that the sentence data is randomly ordered, to produce a picture book.

It is respectfully submitted that the applied prior art whether taken individually or in combination lacks any teaching or suggestion of randomly ordering sentence data associated with the behavior of a character that corresponds to selected keywords to

produce a picture book or game.

In rejecting claims 4, 5 and 7, it is contended (see the first paragraph on page 4 of the Official Action to which this response relates) that “the game is open ended and that actions can be taken in different order-the sequence of the game is not the same each time the game is played. Therefore, the game is capable of rearranging the plurality of keywords to create different story lines. The game functions properly whether these choices are made randomly or in an organized fashion. Further, the solution to the game, and thus the story line adjust based on the sequence of the actions”.

The relevance of these assertions to the claimed limitations is unclear. What the applied Maniac Mansion discloses (see in particular page 12) is that the user may select a verb, e.g., “use”, and two nouns, e.g., “key” and “door”, and the system will form the same sentence, e.g., “use key in door”, each and every time these three keywords are selected. As understood, there is nothing in Maniac Mansion to suggest the random ordering of sentence data associated with behavior which corresponds to keywords. Rather, it would appear that random ordering of sentence data in Maniac Mansion would make the game substantially inoperable.

Accordingly, it is respectfully submitted that claim 1 and its dependencies (i.e., claims 2 and 3), claim 11, claim 12 and its dependencies (i.e., claims 13-14), and claim 15 are patentably distinguishable over the applied prior art. Accordingly, it is respectfully requested that the rejection of these claims be reconsidered and withdrawn.

Independent claims 4 and 9 require that multiple keywords be selected in a particular order by a selection means and that a production means will then rearrange

the order of the selected multiple keywords, read-out of memory sentence data and image data corresponding to the selected keywords, synthesize the read-out sentence data and image data to produce a plurality of picture book constituent parts and combine these constituent parts in the rearranged order of the multiple keywords to produce the picture book.

In rejecting claim 9, it is stated (see the paragraph bridging pages 4 and 5 of the Official Action to which this response relates) that “the Maniac Mansion game further allows for the selection of multiple characters from a large selection of main characters, as well as multiple actions for each character. At any given time, the player may select which character should be utilized, such that the character is chosen as the main character”.

The basis for the rejection is not understood. What each of claims 4 and 9 require, is that constituent parts of a picture book or game be produced by synthesizing read-out sentence data and image data and that these constituent parts be then ordered in accordance with a rearranged order of the selected keywords to produce a picture book or game. It appears that these limitations have been effectively ignored.

To the extent that the rejection is maintained, the Examiner is respectfully requested to identify, with particularity, where in Maniac Mansion it is disclosed that the order of multiple keywords that have been selected in a particular order is rearranged and that read-out sentence data and image data corresponding to the selected keywords is synthesized to produce constituent parts of a book or video game, and that these constituent parts are then combined in the rearranged order of the keywords to produce the picture book or video game.

It is respectfully submitted that claim 4 and its dependencies (i.e., claims 5-8) and claim 9, patentably distinguish over the applied prior art. Accordingly, it is respectfully requested that the rejection of these claims be reconsidered and withdrawn.

Claim 10 requires (i) storage of a plurality of locations and sub-characters appearing in such locations, both of which correspond to a plurality of keywords representing behavior of a main character and (ii) also storage of sentence data associated with such behavior, locations and sub-characters, and image data corresponding to the sentence data. Also required is that one of a plurality of keywords be selected and that a production means determine the locations and sub-characters on the basis of the selected keyword and read-out the sentence and image data corresponding to the selected keyword, determined location and determined sub-characters, which is then synthesized to produce the picture book or video game.

As support for the rejection of claim 10 in the Official Action to which this response relates, it is asserted that "the Maniac Mansion game also contains locations for the main characters (the different rooms in the house) and sub-characters (p.3) associated with these locations. Furthermore, the game chooses the locations of the characters depending on the selected keywords for the main character at that time".

The basis for rejection is not understood. What claim 10 requires is that multiple locations and sub-characters be determined on the basis of a selected keyword.

Maniac Mansion, on the other hand, determines a location based upon the users movement of an arrow to a place in the animation window that the user wants its character to go (see page 11 of Maniac Mansion). Furthermore, it is unclear from the Maniac Mansion disclosure how sub-characters are determined. However, Maniac

Mansion appears to lack any suggestion that the sub-characters are determined on the basis of a selected keyword.

Accordingly, it is respectfully submitted that claim 10 patentably distinguishes over the applied prior art whether taken individually or in combination. Accordingly, it is respectfully requested that the rejection of this claim be reconsidered and withdrawn.

To the extent that the rejection is maintained, it is respectfully requested that the Examiner identify, with specificity, exactly where the prior art discloses each of the recited limitations of claim 10 and in particular the determining of locations and sub-characters on the basis of a selected keyword.

It is further respectfully submitted that other features recited in the dependent claims further and independently distinguish over the applied prior art.

For example, claim 5 requires that the multiple keywords of claim 4, be rearranged in a random order. It is respectfully submitted that the applied prior art lacks any teaching or suggestion of the random ordering of multiple keywords.

Claim 6 requires that constituent parts of a picture book or game be combined by inserting a connecting sentence between the constituent parts.

While it is acknowledged that individual terms, e.g., "in" (see page 12), are inserted in a sentence line, it is respectfully submitted that Maniac Mansion lacks any suggestion of the insertion of sentences. The reference to "cut scene" (see page 13) is not understood, since this appears to have nothing whatsoever to do with the insertion of a connecting sentence between constituent parts produced with sentence data corresponding to keywords.

Here again to the extent the rejection of claim 6 is maintained, it is respectfully

requested that a clear explanation of the rationale for the rejection, including where the corresponding teaching or suggestion of each limitation is to be found within the prior art, be presented.

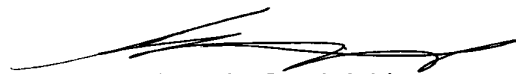
Claim 8 is also distinguishable on grounds which are believed to be clear from the above.

In view of the foregoing, it is respectfully submitted that the application is in condition for allowance and an early indication of the same is courteously solicited. The Examiner is respectfully requested to contact the undersigned by telephone at the below listed local telephone number, in order to expedite resolution of any remaining issues and further to expedite passage of the application to issue, if any further comments, questions or suggestions arise in connection with the application.

To the extent necessary, Applicants petition for an extension of time under 37 CFR § 1.136. Please charge any shortage in fees due in connection with the filing of this paper, including extension of time fees, to the Deposit Account No. 01-2135 (Case No. 521.41447X00) and please credit any excess fees to such Deposit Account.

Respectfully submitted,

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